

# METAL SLUG 5

Fans

Logans!

Need Darts!

Lord!

**SNK**  
PLAYMORE

 **IGNITION**  
entertainment



## Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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**See back page of this manual for Customer Service Numbers.**

SLES-53383

**1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 100KB minimum • Vibration Function Compatible**

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# METAL SLUG 5

RA・GO・KAKU/TAIWA BOWLING/FOR SCREW/200 KILLERS

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## STORY

Wars continue to rage across the world. Amid this chaos the Elite Peregrine Falcons (PF) Squad hurried to complete their development of the next wave of Metal Slugs in the hope of bolstering their firepower enough to quell the rising conflicts. However, the Government SV research facility has been attacked by an unknown party and a disc containing Metal Slug secrets has been stolen. The disc contains not only the schematics for Metal Slugs but also PF Squad combat data and analysis of weapons used by Morden's forces. In other words, whoever gets their hands on this disc would be privy to all of the Government Forces' secrets. Marco and Tarma receive orders from Tactical HQ to recover the disc at all costs.

Meanwhile, Eri and Fio of the Information Office's Elite Sparrows Squad are investigating the Ptolemaic Army, a paramilitary syndicate active in excavating and then pillaging archaeological sites. The pair succeed in tracing the syndicate to the ancient ruins known as "The Corridor of Fire." An attempt to take back the ruins fails, however; the Sparrows are driven back by the natives dwelling there and the giant Metal Slugs that they worship.

The two incidents prove that the Ptolemaic Army were behind the robbery of the Metal Slug secrets. The Government Forces, totally exposed to the Ptolemaic Army due to the contents of the disc, decide that an all-out assault on The Corridor of Fire presents too much of a risk and instead plans an infiltration operation by a handful of members from the PF and Sparrows Squads. The purpose of the mission is to take back or destroy the disc and to wipe out the Ptolemaic Army. After insertion all decisions shall be made in the field. Marco, Tarma, Eri and Fio's next mission has begun!



# CHARACTERS



## MARCO ROSSI

**Place of Birth:** USA (Idaho)

**Height:** 180 cm | **Weight:** 75 kg | **Blood Type:** A

**Special Skills:** Performing mental calculations at computer speed

**Favourite Saying:** "If you're not busy then read the source code!"



## TARMA ROVING

**Place of Birth:** Japan (Hokkaido)

**Height:** 174 cm | **Weight:** 68 kg |

**Blood Type:** AB

**Special Skills:** Painting metal, sleeping in the open (can sleep anywhere)

**Favourite Saying:** "What's next?"



## ERI KASAMOTO

**Place of Birth:** Japan (Hiroshima prefecture)

**Height:** 168 cm | **Weight:** 50 kg |

**Blood Type:** B

**Special Skills:** Picking locks, survival techniques

**Favourite Saying:** "We are all alone."



## FIO GERMI

**Place of Birth:** Italy (Geneva)

**Height:** 158 cm | **Weight:** 43 kg |

**Blood Type:** O

**Special Skills:** Chiropractics and acupuncture, home economics, social dancing

**Favourite Saying:** "No problem! I'm fine!"



## CONTROLS

### Title Screen

 Button ..... Start the game

### Menu and Selection Screens

Directional buttons ..... Highlight selection


 button ..... Confirm

 button ..... Cancel (back to previous screen)

### Character Control



 button ..... Open pause menu / join in game

Directional buttons ..... Move / crouch (change firing direction)

 button ..... Fire weapon

 button ..... Jump

 button ..... Grenade (limited number)


◆ Push the  directional button and press the  button to slide!

◆ Press the  button whilst sliding to perform the sliding shot!


### Vehicle Control


 button ..... Open pause menu / join in game

Directional buttons ..... Move / crouch (change firing direction)



 button ..... Fire weapon

 button ..... Jump

 button ..... Fire cannon / missiles etc. (limited number)

 button ..... Metal Slug Attack (ram and self-destruct)

◆ If you find a vehicle press the  button when close to get inside!





◆ If you want to climb out of a vehicle push the  directional button and press the  button simultaneously.

\* These are the default button settings. They can be changed under controller settings (§ p9) in Options.

\* The vibration function can be turned ON or OFF under controller settings (§ p9) in Options.



### GETTING STARTED

Press the  button on the title screen to display the main menu and then select one of the following game modes. Use the  and  directional button to highlight a selection and press the  button to confirm it.

#### Arcade Game

Just like being in the arcade (§ p8).

#### Stage Select

Select a single stage to play (§ p8).

#### Options

Alter various game settings.  
Also save and load the game (§ p10).

#### Record

View rankings and the names of rescued POWs (§ p10).

#### Trophy

View spoils collected in battle (§ p10).




### THE GAME SCREEN

- ① **Time Limit** – You will lose a life if this reaches 0.
- ② **Score** – Your current score.
- ③ **Character** – The face of your selected character.
- ④ **Remaining Lives** – The number of lives you have left.
- ⑤ **Damage Gauge** – Reduced when you take damage riding in a vehicle. The vehicle will explode if this reaches 0.
- ⑥ **Ammo** – Remaining ammo for your handgun etc.
- ⑦ **Remaining Grenades** – Remaining number of grenades, cannon shots etc.



### PAUSE MENU

Press the  button during the game to pause the action and display the following menu:

- **Continue** – Close the menu and continue the game.
- **Button Config** – Open the controller settings screen (§ p9) and alter the button configuration.
- **Quit Game** – Quit the game and return to the main menu.



# NEWTYPE CHARACTER

## GAME MODES



### ARCADE GAME

Play this mode to experience exactly the same game as in the arcades.


#### How to Play

First select a stage, and then select a character from Marco, Tarma, Eri and Fio. Then the mission starts!

#### Two Players Simultaneous Play and Joining In

By pressing the  button on both the 1P and 2P controllers, two players can tackle the arcade mode together. However, both players cannot choose the same character. If someone is playing alone, a second player can press  on the unused controller to jump into the action.

#### Continues

If your remaining lives fall to 0 the continue counter will appear. Press the  button before the counter reaches 0 if you want to continue the game.

### STAGE SELECT

This mode allows you to select and play a single stage. However, there are some conditions.

#### Stage Select Conditions

You can only select up to the stage following the furthest stage you have cleared in Arcade mode. For example, if you have cleared stages 1 and 2 in Arcade mode, you can select stages 1, 2 and 3 in Stage Select mode.





## OPTIONS

Use this mode to change various game settings, controller settings and load or save game data. Use the **↑** and **↓** directional button to highlight a selection and press the **⊗** button to confirm it. Press the **△** button to return to the main menu.



<b>HERO</b>	Alter the number of lives that you will start the game with. (Use the <b>←</b> and <b>→</b> directional button to change the number and press the <b>⊗</b> button to confirm.)
<b>DIFFICULTY</b>	Change the game difficulty. (Use the <b>←</b> and <b>→</b> directional button to change the difficulty and press the <b>⊗</b> button to confirm).
<b>BUTTON CONFIG</b>	Proceed to the controller settings screen. See below.
<b>SAVE / LOAD UTILITY</b>	Proceed to Save / Load screen (§ p10).
<b>DEFAULT</b>	Return options to default settings.

## CONTROLLER SETTINGS

Change the configuration of buttons for 1P and 2P controllers and turn the vibration function ON or OFF from the following menu:



<b>GUN / VULCAN</b>	Alter the button that fires your main weapon.
<b>JUMP</b>	Alter the button to jump.
<b>GRENADE / CANNON</b>	Alter the button to throw a grenade, fire the cannon etc.
<b>METAL SLUG ATK</b>	Alter the button to activate the Metal Slug Attack.
<b>VULCAN FIX</b>	When turned on, holding down the fire button will make a vehicle's Vulcan cannon fire repeatedly and fix the direction in which it is firing. The default setting is OFF.
<b>VIBRATION</b>	Turn the controller's vibration setting ON or OFF.
<b>DEFAULT</b>	Return all controller settings to their defaults.
<b>EXIT</b>	Press the <b>⊗</b> button to return to the options screen.

<b>Directional buttons</b>	Move cursor
<b>⊗ button</b>	Open selection window for highlighted selection / Confirm selection in window
<b>△ button</b>	Close selection window



# NEW TYPE CHARACTER

## SAVE AND LOAD

Use a memory card (8MB) (for PlayStation®2) to save or load game data. Use the directional buttons to highlight a selection and press the **X** button to confirm it. Press the **△** button to return to the Game Options screen.

**SAVE** – Save game data to a memory card (8MB) (for PlayStation®2).

**LOAD** – Load game data previously saved to a memory card (8MB) (for PlayStation®2).

**AUTO SAVE** – Turn auto saving ON or OFF. Use the **←** and **→** directional button to change this option. When set to on, the game will save automatically at certain points during play.

\* Metal Slug 5 supports the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

\* Metal Slug 5 requires 100KB free space on your memory card (8MB) (for PlayStation®2) in order to save the game.



## RECORD MODE

This mode allows you to view the rankings listed below along with a list of the names of the prisoners you have saved. Use the **↑** and **↓** directional button to highlight a selection and press the **X** button to view it. On the individual stage, the clear time rankings and the soldiers list use the **←** and **→** directional button to move through the pages of information. Press the **△** button to return to the main menu screen.

**ARCADE SCORE** – View the top 10 ranking of points in the Arcade mode.

**ARCADE TIME** – View the top 10 ranking of clear times for the Arcade mode.

**STAGE SCORE** – View the top 10 ranking for score for an individual stage.

**STAGE TIME** – View the top 10 ranking for clear time for an individual stage.

**SOLDIERS LIST** – View the names of all the soldiers you have saved.

## TROPHY

This mode allows you to view the booty you have collected during your missions. Press the **△** button to return to the main menu screen.



# ITEMS AND VEHICLES

## ITEMS

You will come across many items during the missions, by defeating enemies or rescuing prisoners. Picking these items up will improve your chances of success. Some of the items you can find are shown below. But there are many more to find!

### POWER UP ITEMS



#### Heavy Machinegun

As well as firing a constant stream of hot lead it can also shoot diagonally. Say it with me!



#### Shotgun

Super powerful but only covers a short distance and has a slow rate of fire.



#### Laser Shot

Fires a powerful beam of laser light that passes clean through enemy soldiers.

### OTHER ITEMS



Increase your remaining grenades / cannon shots.



Repairs a vehicle's damage.



Increase your score.

Rescue a prisoner and receive an item!!



# ITEMS AND VEHICLES

## VEHICLES

If you come across a vehicle with the word "IN" displayed above it, now is your chance! Get close and press the **X** button to leap inside.

(To climb out again the **↓** directional button and press the **X** button).



### SLUG GUNNER

The latest robot Slug. Outfitted with thick armour and powerful firepower it can also transform into the more traditional tank mode.



### SLUG MOBILE

Modelled on a car this Slug has a tight turning circle.

\* The Slug Mobile cannot use the Metal Slug Attack

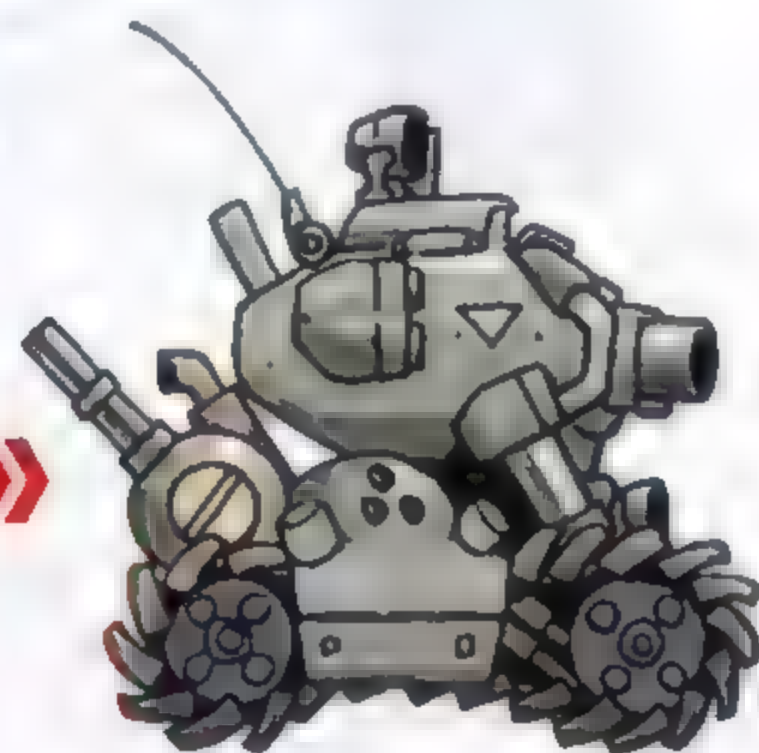


### SLUG FLYER

A top-spec V-TOL craft outfitted with high-speed missiles.

### METAL SLUG

The classic behemoth. This time you'll have to fight against these, too!



### SLUG MARINER

A one-man submersible. Can fire torpedoes.





# METAL SLUG

## The 4 Warriors Who Run the Slugs

March 1998 / £10.99 / £12.99 / £14.99 / £16.99

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# NEWTYPE CHARACTER

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Web	<a href="http://www.ignitionent.com">www.ignitionent.com</a>



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• **Australia** ————— **1300 365 911** —————

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• **Österreich** ————— **0820 44 45 40** —————

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

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• **Danmark** ————— **70 33 70 00** —————

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** ————— **0600-411911** —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** ————— **0820 31 32 33** —————

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Mån-Fre 15-21, Lør-Søndag 12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

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• **UK (network Gaming Only)** ————— **08702 42 22 99** —————

• **UK (all other enquiries)** ————— **08705 99 88 77** —————

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.



# NEWTYPE CHARACTERISTICS

Primary Function: Bulk Transport  
Contractor: SluggBore Re  
Power Plant: Four Gen  
Thrust: Thermop  
Height: 14 feet  
Speed: Air-420 miles  
Ground-420  
Ceiling: 45,000 feet  
Maximum Takeoff: 70 pounds  
Range: 500 miles  
SPY-3 Radar and C  
Integrator: 1  
Armament: 1,800  
EDM RTS-5/4 Seven Barrel Gatling  
Arm Shot CWS  
Crew: One  
Date Deployed: April 20XX  
Unit Cost: \$7.8 billion (Fiscal 98 constant

SLES-53383